

FIG. 1A

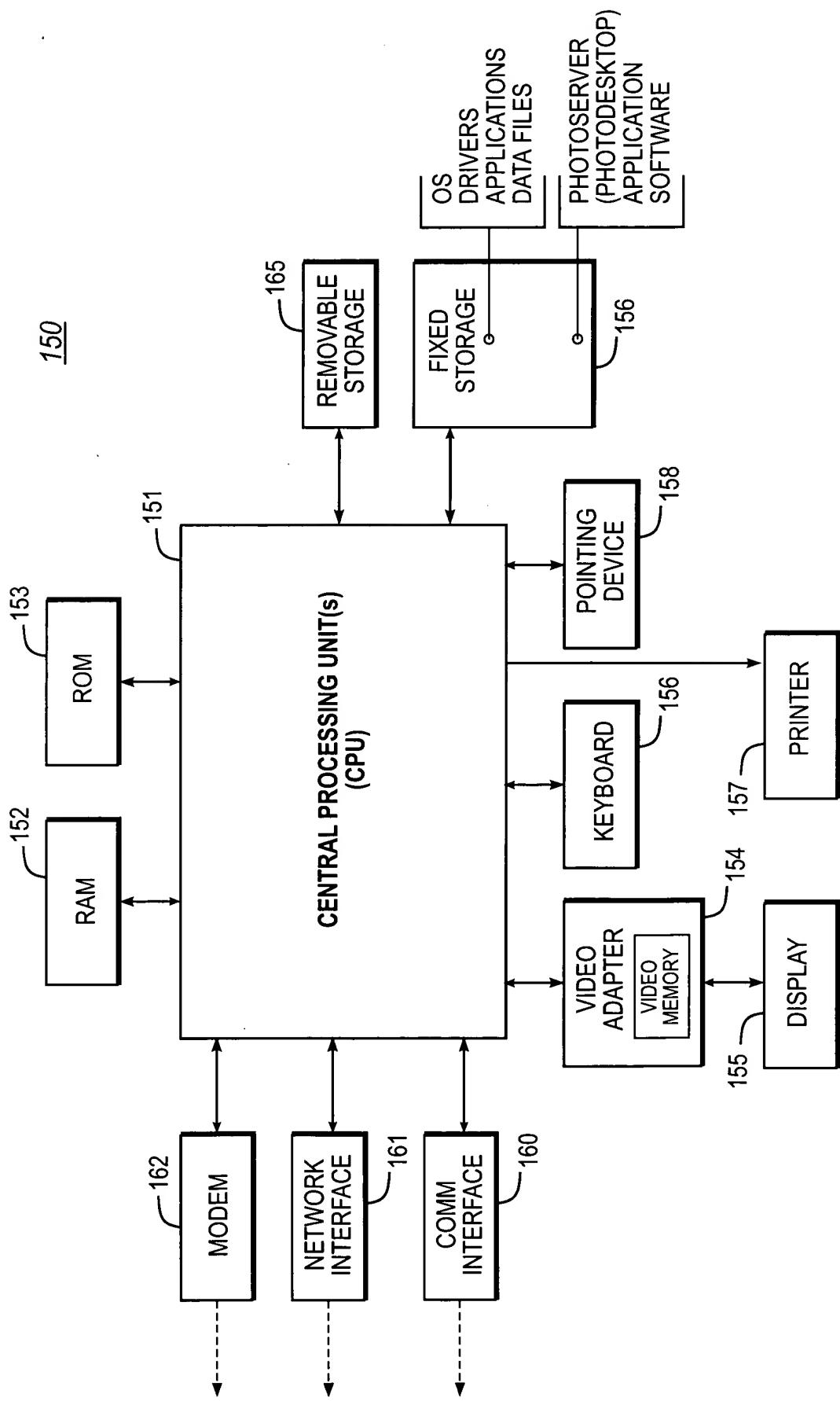
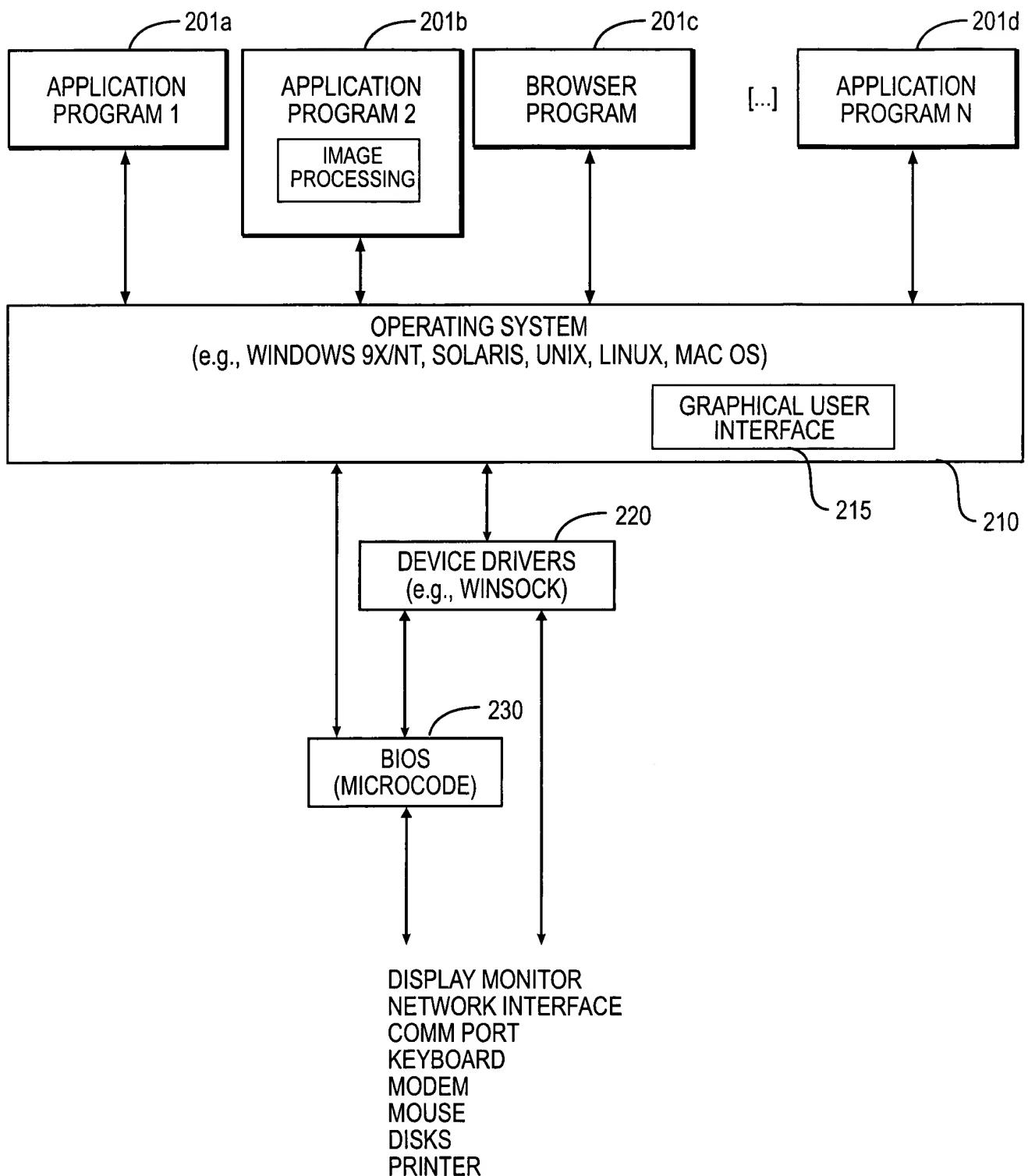


FIG. 1B

200



*FIG. 2*

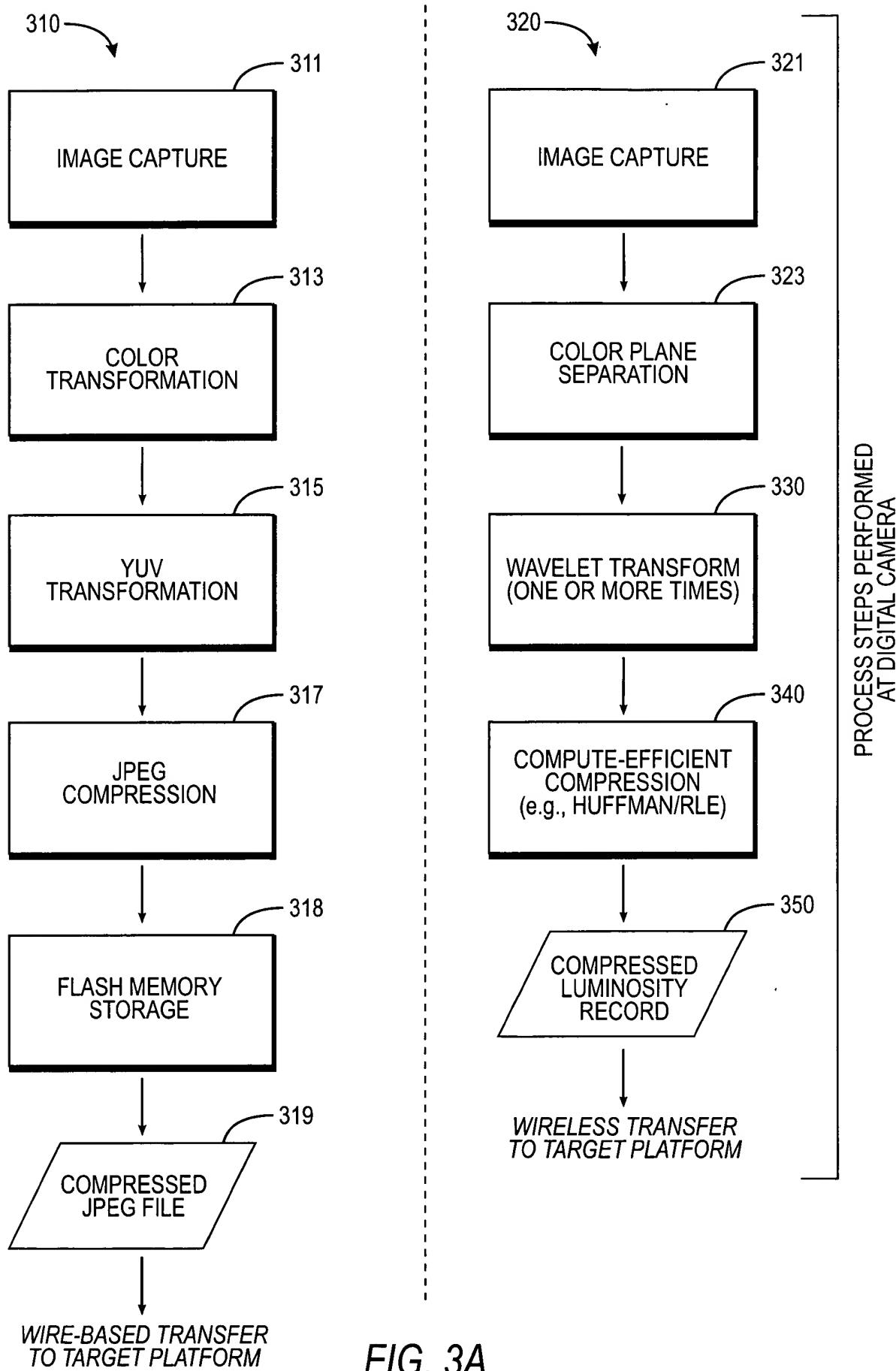
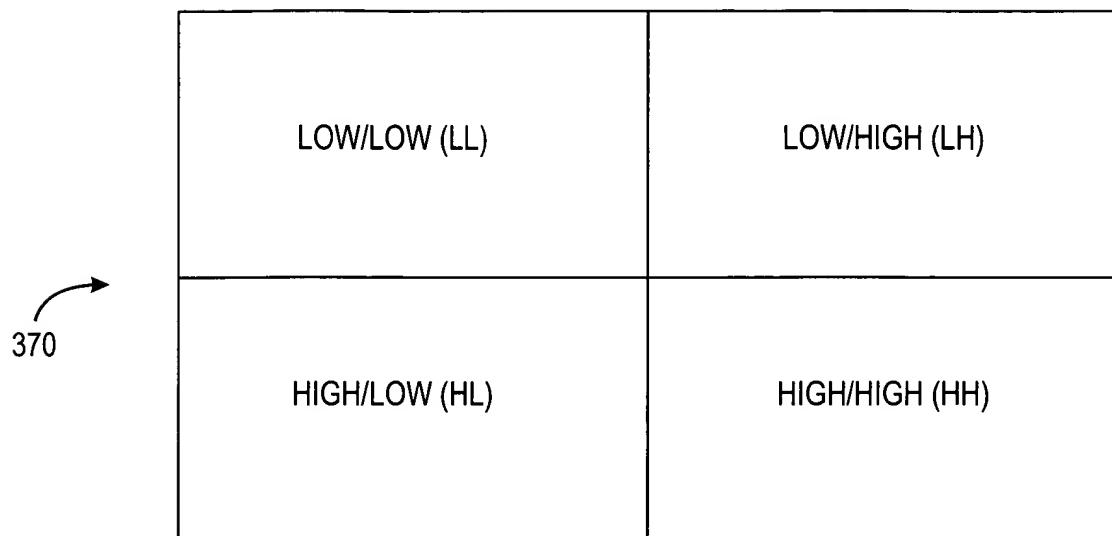
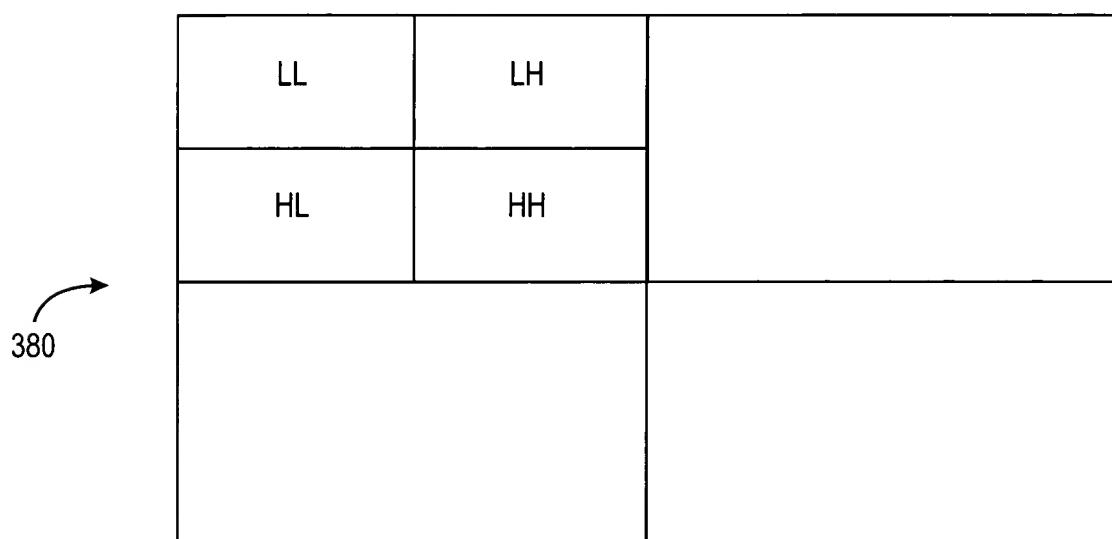


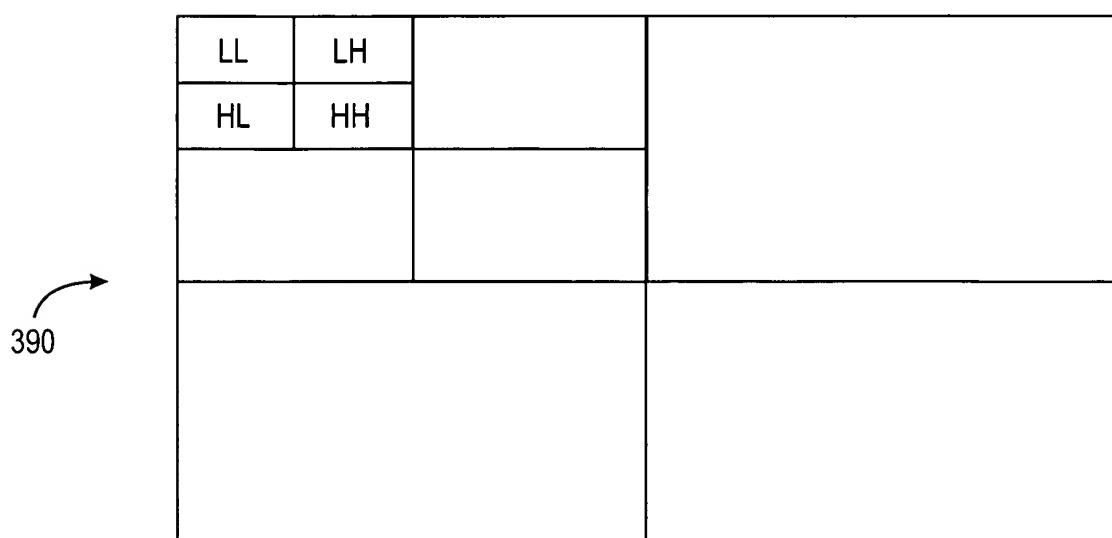
FIG. 3A



PASS 1



PASS 2



PASS 3

FIG. 3B



*FIG. 3C*



FIG. 3D



FIG. 3E



JPEG  
COMPRESSION  
(32:1)

FIG. 3F



WAVELET  
TRANSFORM  
COMPRESSION  
(32:1)

FIG. 3G



JPEG  
COMPRESSION  
(16:1)

FIG. 3H



WAVELET  
TRANSFORM  
COMPRESSION  
(16:1)

FIG. 3I

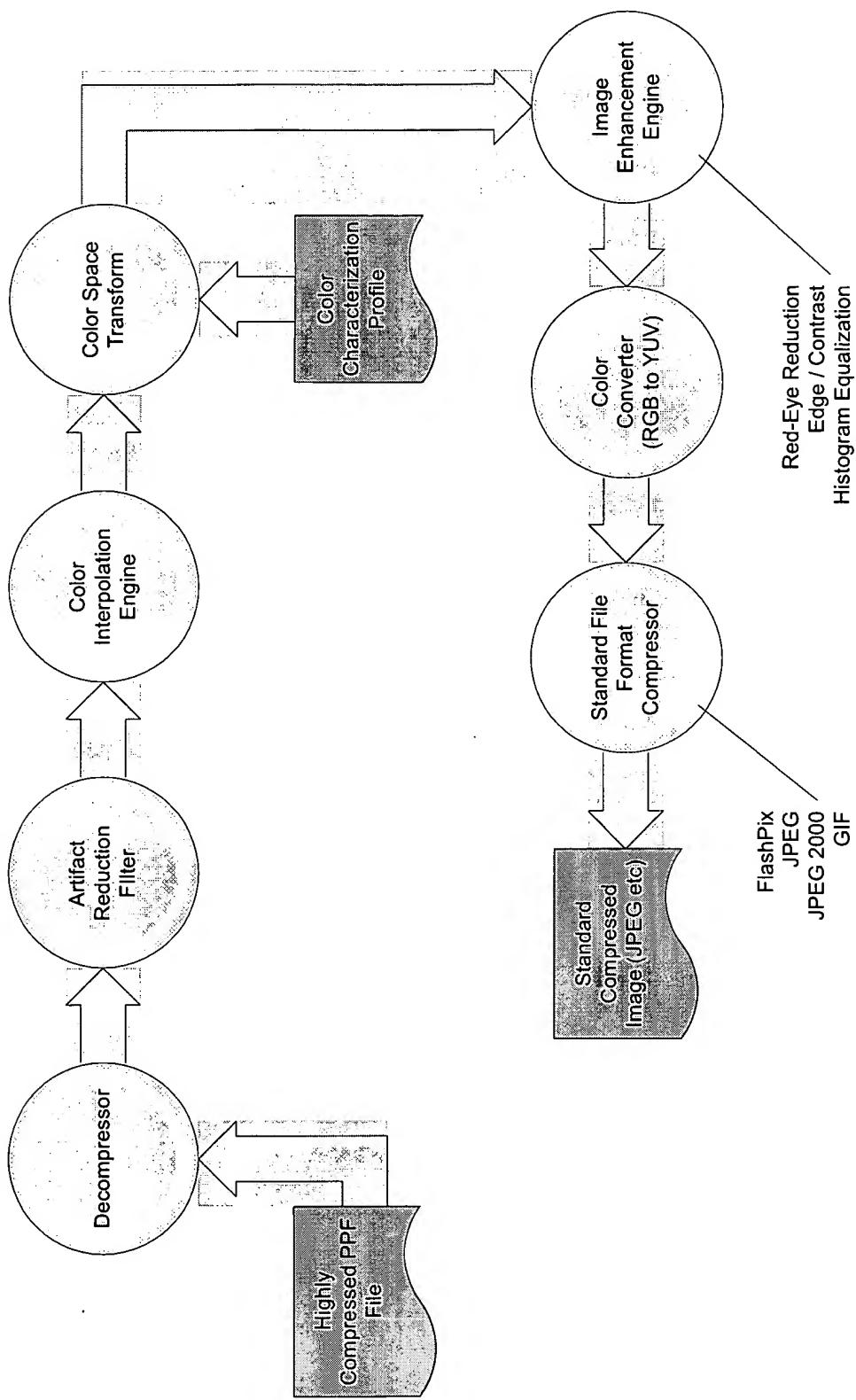


FIG. 4A

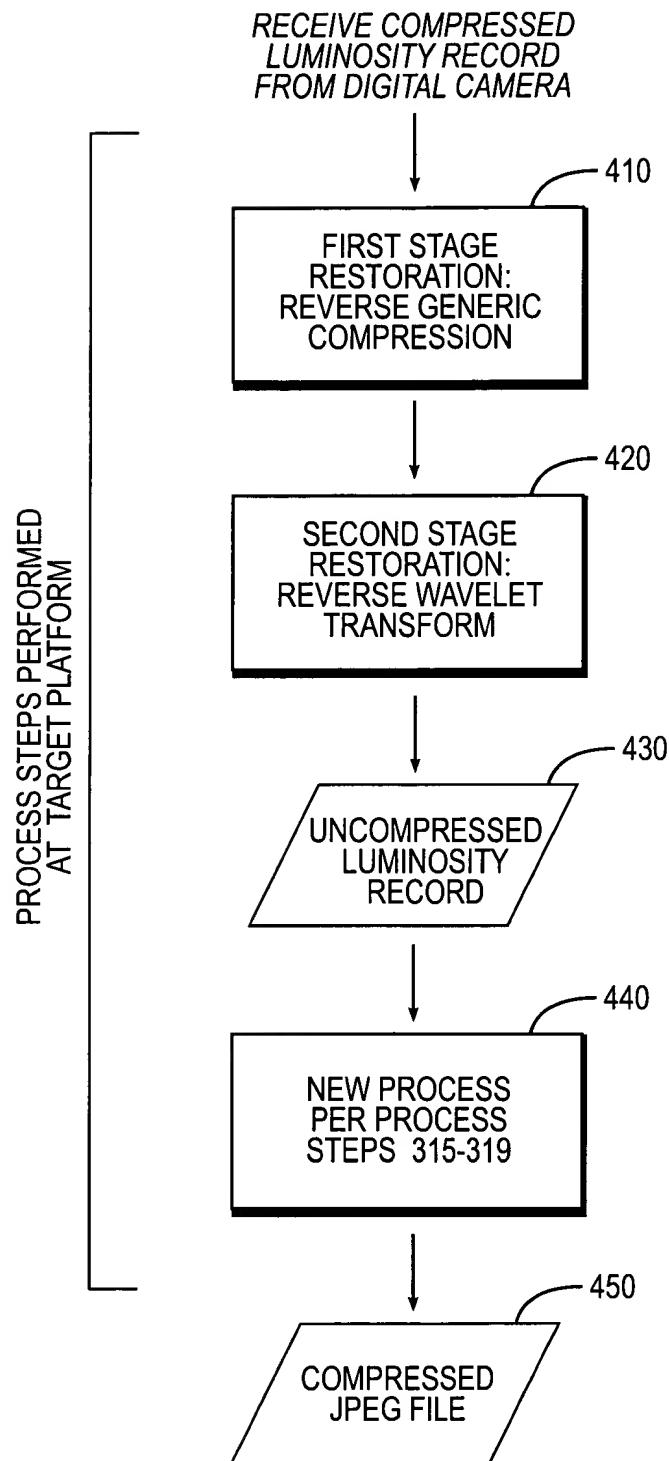


FIG. 4B

REPEATED BAYER COLOR MOSAIC

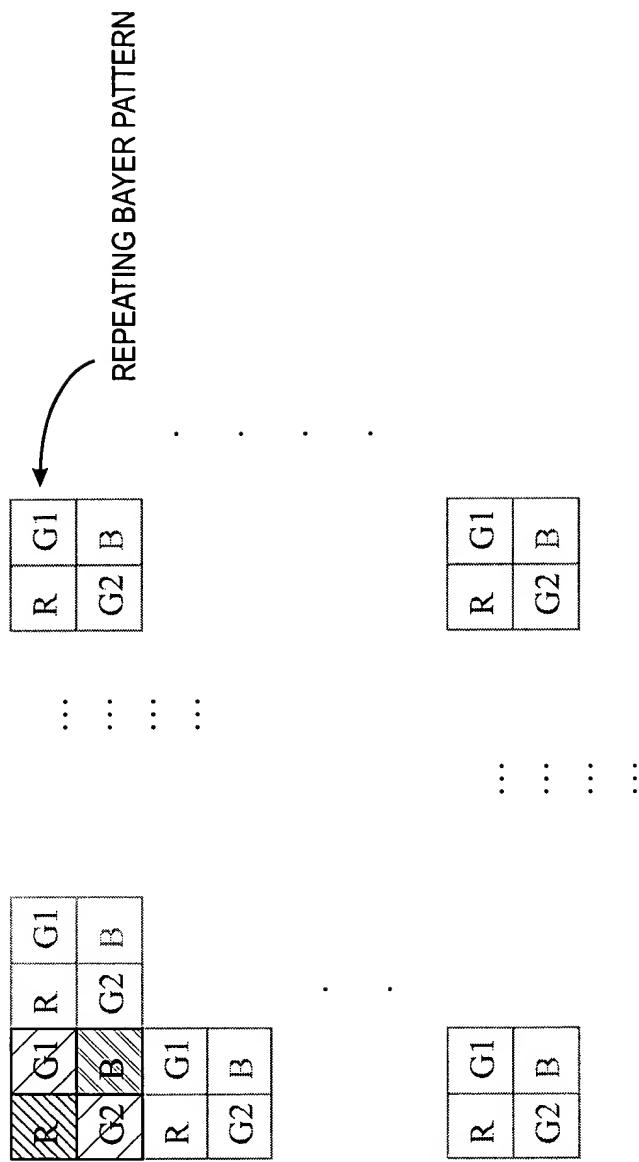


FIG. 5

UV Color Space for  $Y=1.0$  (maximum)

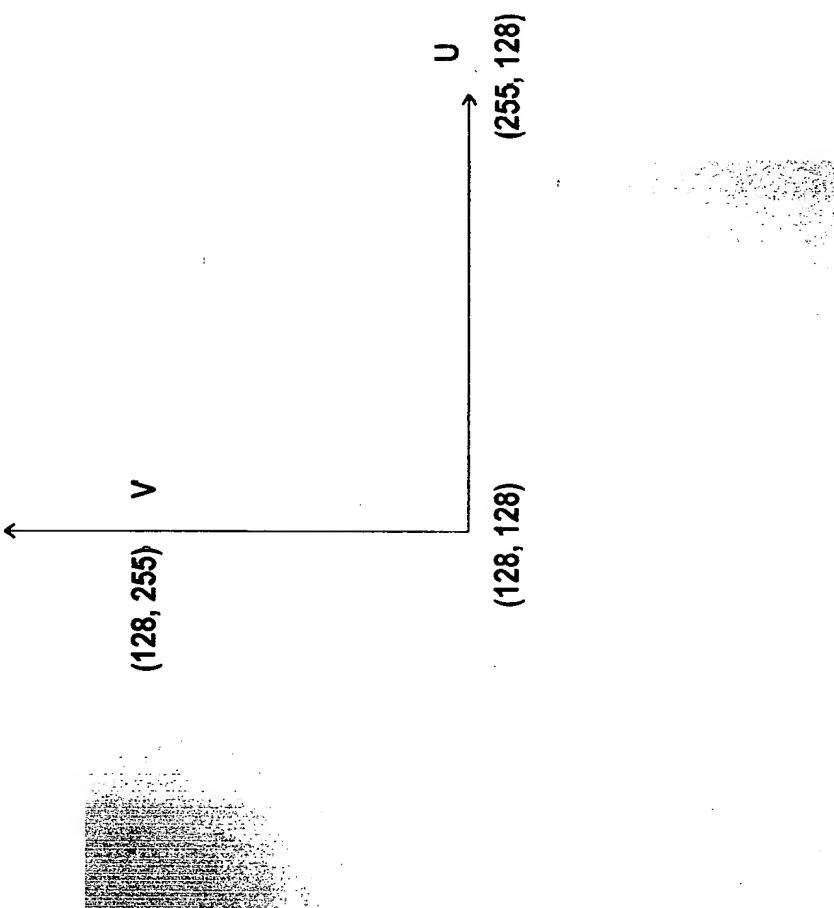


FIG. 6A

ONE CELL OF THE BAYER PATTERN (HATCHED)  
AND SOME SURROUNDING PIXELS.

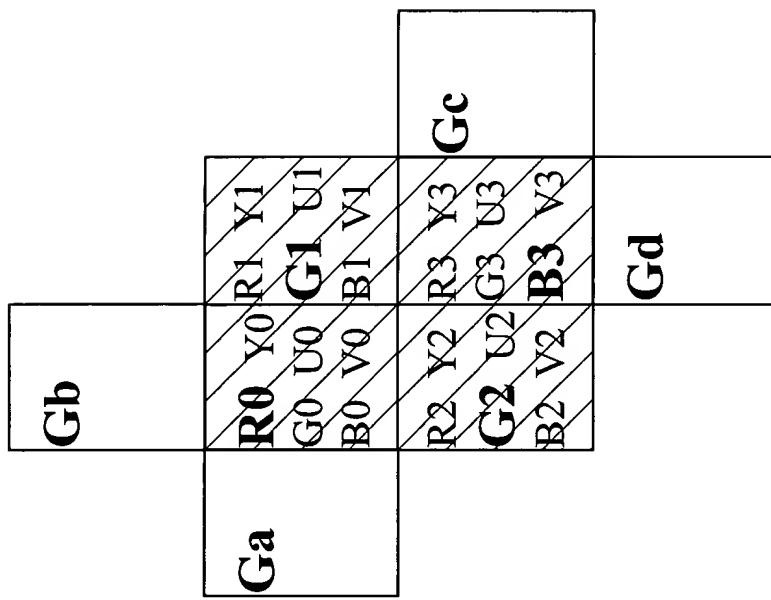


FIG. 6B

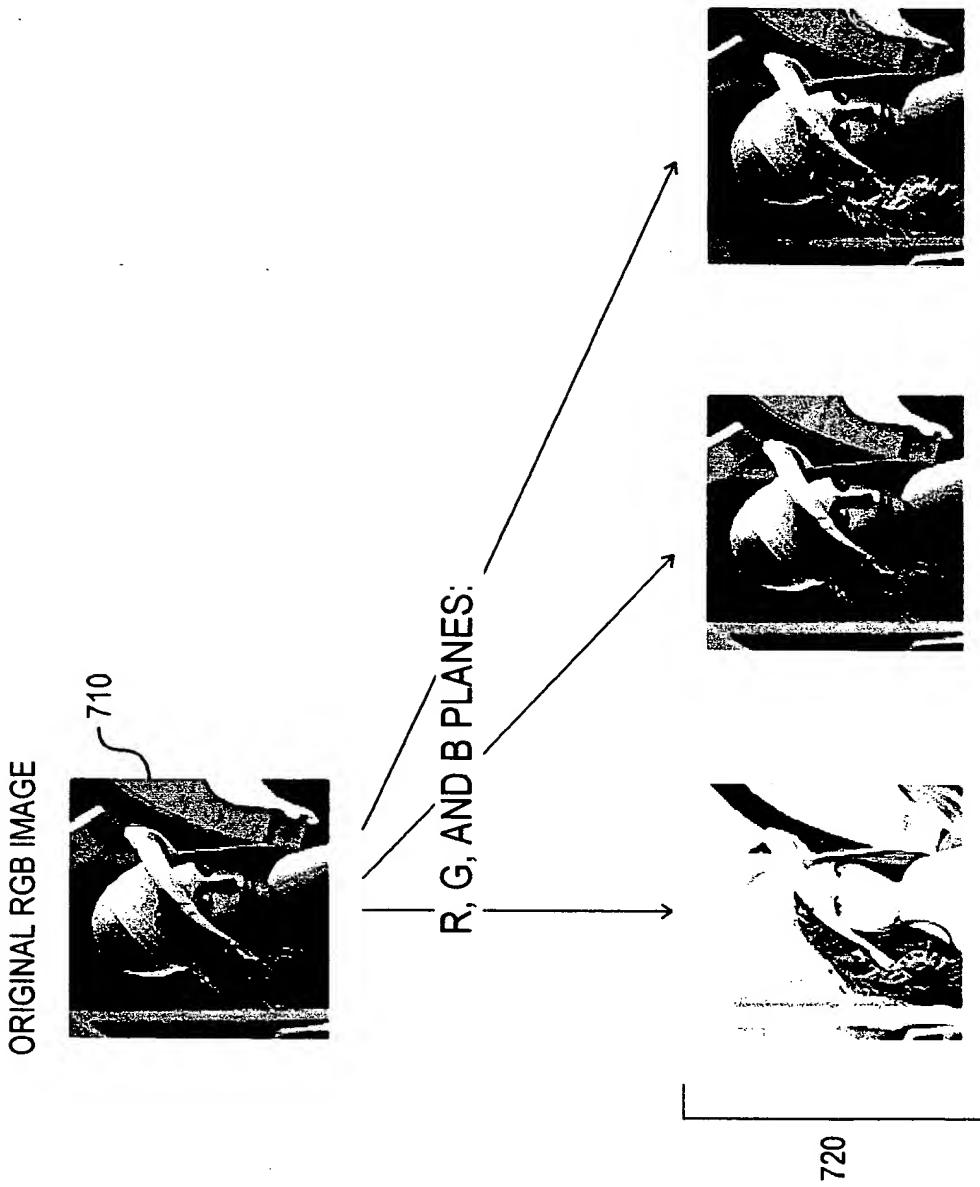


FIG. 7A

R, G, AND B PLANES:



Y, U, and V PLANES:



G, U, and V PLANES:



(U and V planes in GUV are approximations of true U and V)

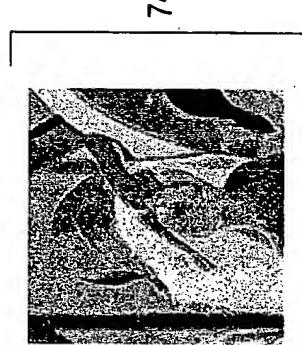
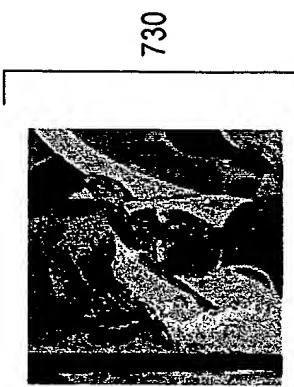
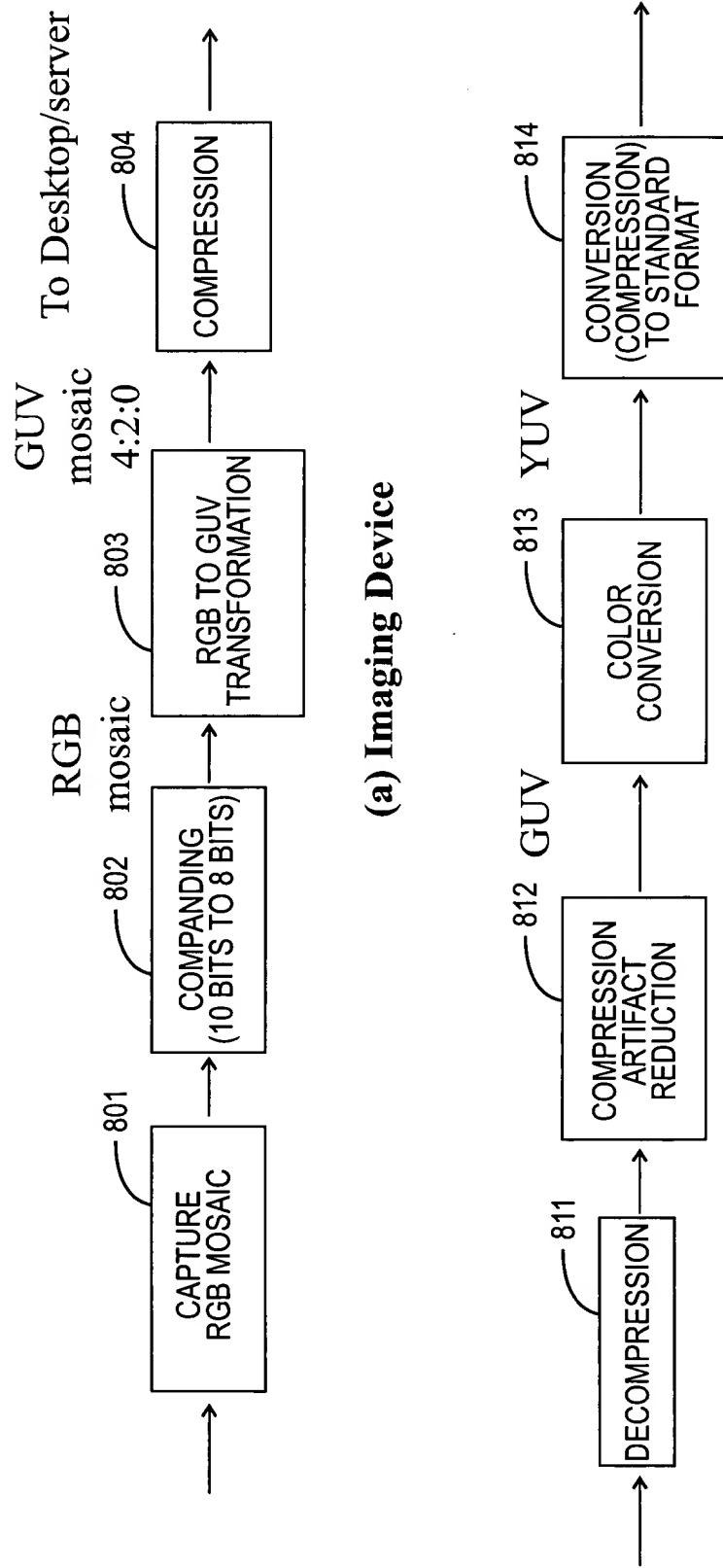


FIG. 7B



(b) Server/desktop

FIG. 8